# D.A.D.A.®

**D**ynamic **A**udiovisual **D**ata **A**rchive

## Short User's Guide

Player Beta 1.79

# INDEX

**General Concepts** ..... 3

**Features** ..... 4

**Media Elements** ..... 4

**Getting Started**

Formats ..... 5
Organizing media ..... 6

**The indexing Tool**

Introduction ..... 7
In practice ..... 7
Categories ..... 8
Media Indexing ..... 11
Media list ..... 13
Player Preferences ..... 14
Advanced Preferences ..... 15

**The Player Tool**

Introduction ..... 16
Multiscreen Mode ..... 17
Fullscreen Mode ..... 18

**Appendices** ..... 19

**Frequently Asked Questions** ..... 20

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# General Concepts

**D.A.D.A.® : an on/offline publishing system for interactive documentaries and catalogs**

D.A.D.A.® (Dynamic Audiovisual Data Archive) is an e-publishing system for Interactive Documentaries and catalogs. The system consists in an Indexing tool and a Player tool. Both Mac and PC versions are available.

D.A.D.A. allows users to access different media (videos, still images, sounds, flash movies) in an organized and intuitive way. It allows the creation of audiovisual sequences whose evolution is not pre-ordered and follows the user's thematic choices.

All media are organized in a customizable number of categories / themes / areas / subjects chosen by the user. The user, using the Indexing Tool, will describe the pertinence of each media in each one of the themes. Once all media are indexed, a valid description is thus provided for the Player Tool to display the media in a coherent way.

The creation of an interactive documentary using the D.A.D.A. tools consists of 4 phases:

- Shooting / sound recording / photos
- Editing/preparing media (FinalCut, Premiere, Avid, Photoshop…)
- Indexing (DADA Indexing Tool)
- Publishing (DADAplayer Tool)

Knowledge of the first two points is assumed as a basic skill of the user and will not be covered by this manual, which refers specifically to the two last points about the use of the DADA tools.


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## Features

- 4/3 et 16/9 formats
- Vertical images handling
- Most popular formats supported: Quicktime and flash, mp3, jpg, bmp, wav...
- Multiple sound layers
- Customisable number of themes
- Video squeeze handling for better performance
- Customisable control-bar option
- One video-at-a-time smartstop option for slow computers

# Media Elements

### Visual Elements

D.A.D.A. can handle pictures (jpeg, bmp,gif...), Quicktime and Flash movies. Media have to be placed in the "ProjectName/ Media/Imagesdadadoc" folder. Once indexed with the Indexing Tool the project will be created and you will be able to view them with The Player tool. The player will select them by criteria of semantic proximity within the selected themes.

### Sound elements

Sounds can be of two kinds in D.A.D.A.:

**Backrounds sounds:**

these sounds have to be placed in the "ProjectName/Media/ Backgrounds" folder.

This type of sounds will be played in the background according to the categories that are currently selected. They will be associated to the different themes in the Indexing process.

**Foreground sounds:**

these sounds have to be placed in the "ProjectName/Media/ Imagesdadadoc" folder and will be indexed and played as any other audiovisual media.

Note: Background and foreground sounds will mix at different volume levels. You will be able to set these levels in the Advanced Preferences of the Indexing Tool.


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# Getting Started

Once all the materials (photos, videos, sounds, flash) have been edited, they will have to be converted to suitable formats (i.e. compressed), named with convenient names and placed in the right folder structure.

## Formats

Different medias and format can be used, the following are just indicative values for compression that work well on a 1 Ghz PIII machine or Mac equivalent.

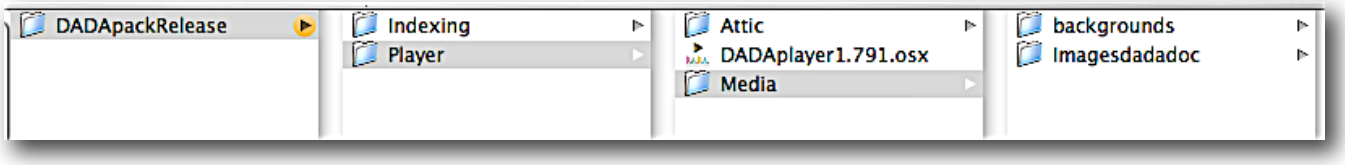
| Media type | Resolution | Compression |
|---|---|---|
| Flash and Quicktime movies | 640x480 for 4/3<br>640x360 for 16/9 | Good (8) |
| Jpeg Pictures | 800x600 | Good (8) |
| MP3 sounds | 44100 Khz, 16 bit | 128 kb/s |

**Note**
In case you should experience slow video performance try the following:
- Reduce the size of Quicktime or Flash movies
-Use the "Squeeze" and the "Smartstop" options (see "Player preferences")

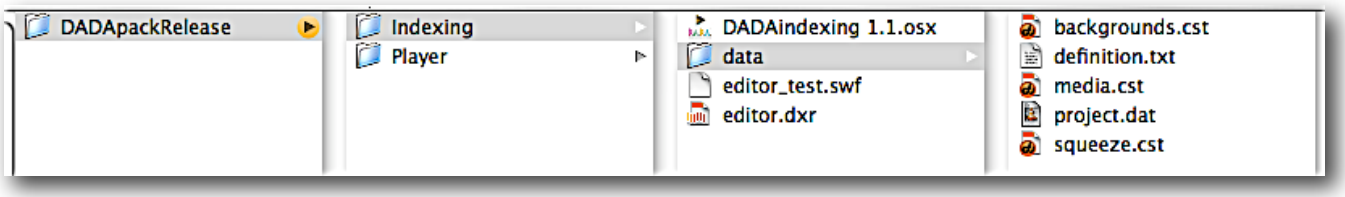
## Organizing media

Download the DADApack and decompress it.
The file structure will look as follows:

for the player folder:




for the Indexing folder:





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At this point you should perform these steps:

⇒ Copy all .jpeg, .mov and .swf media (flash videos, sounds, animations) into the folder "ProjectName/Media/ Imagesdadadoc". In this case the "Projectname" is "Player".

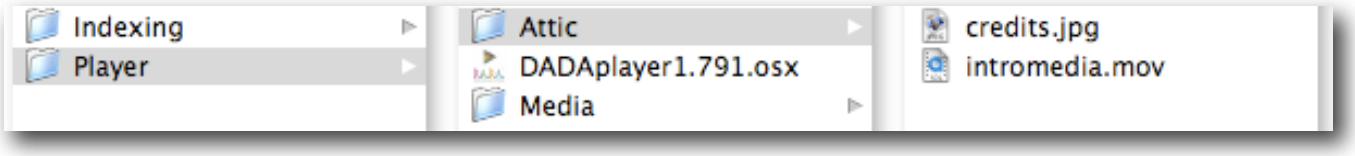
⇒ Copy all your audio files .mp3 or .wav to use as background sounds into the folder "\Player\Media\Backgrounds".

⇒ Copy your intro in folder "\Player\Attic\" under the name of "Intromedia.mov" or "Intromedia.jpg" .

⇒ Copy your Credits screen in "\Player\Attic\" under the name of "Credits.jpg".

⇒ You can also rename the folder "Player" with the one of your project and move wherever you want the folder "Indexing" if you wish.

At the end the folder "\Player\Attic\" should appear like this:




Once everything is in the right format and place we can begin indexing.

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# The Indexing Tool

## Introduction

The Indexing Tool serves to provide the Player Tool with a valid description for your media and to set many parameters for your project.

In particular with the Indexing Tool you can:

- Define the themes of your project
- Associate Background sounds/music to each theme
- Describe the degree of affiliation of each media to each theme
- Set the Intro and the Credits media
- Choose between 4/3 (letterbox) and 16/9 formats for your project
- Set different player display parameters
- Set parameters for the search engine (not for Beta version)

## In practice

*Run "DADAIndexing.exe"*

**-> Are you beginning a new project ?**

*Click YES.*
(Clicking NO allows you to load a project and update it with new media)


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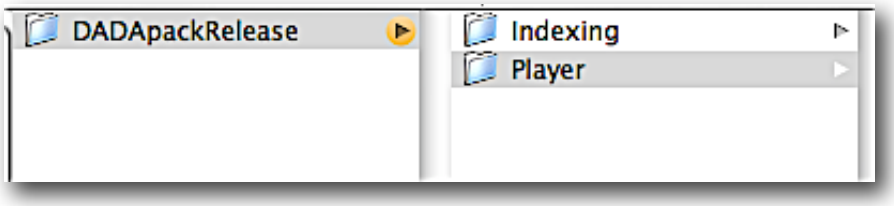
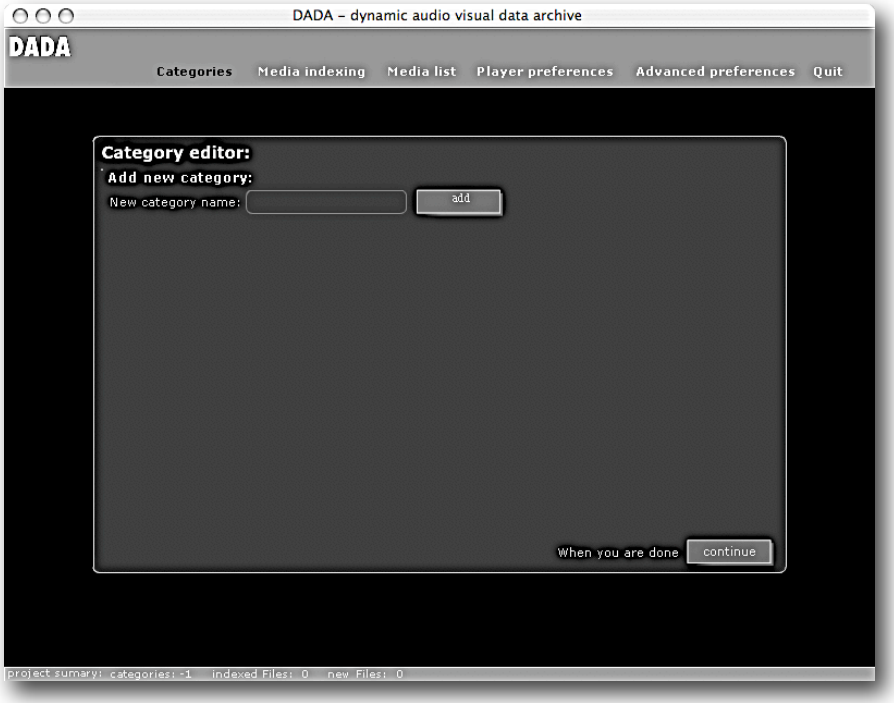
*Browse for the folder of your project*: in this case select the folder "PLAYER":




## Categories

**-> Enter a theme name**




*Write the name (for example "People") and click ADD*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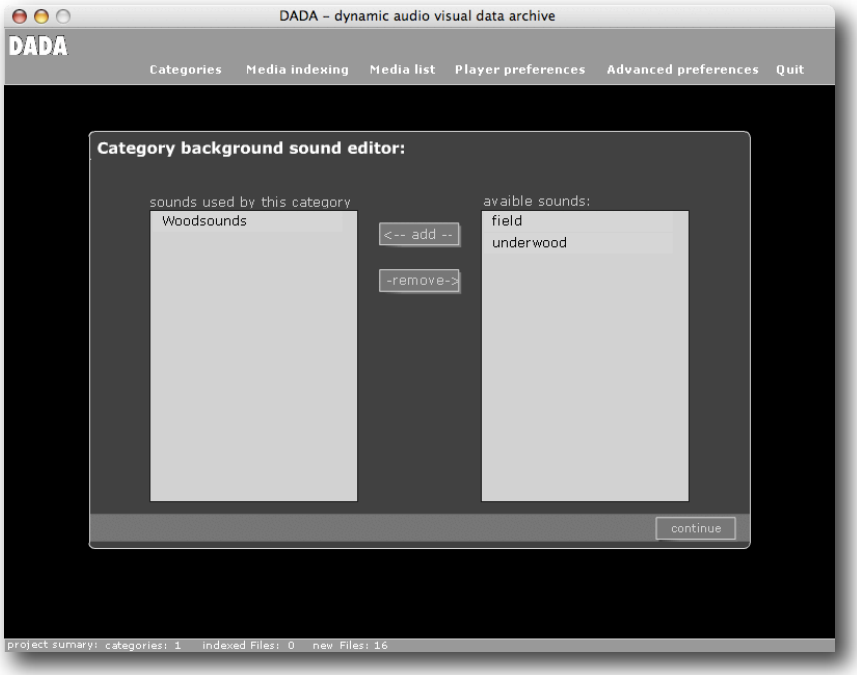
**-> Choose if the theme (category) will be selected at the beginning or not.**

(Note: initial media search will be based on selected themes - choose "No" to exclude some themes at the beginning, "Yes" to include them).

**-> Associate one or more sounds to the theme**

*Press the button BACKGROUND SOUNDS.*

You will be able to associate one or more backgrounds to this theme.




*Select from the right column the sound(s) you want to associate with the present category ("people" in this case).*

*Click "add" to associate.*

*Click "continue" when finished.*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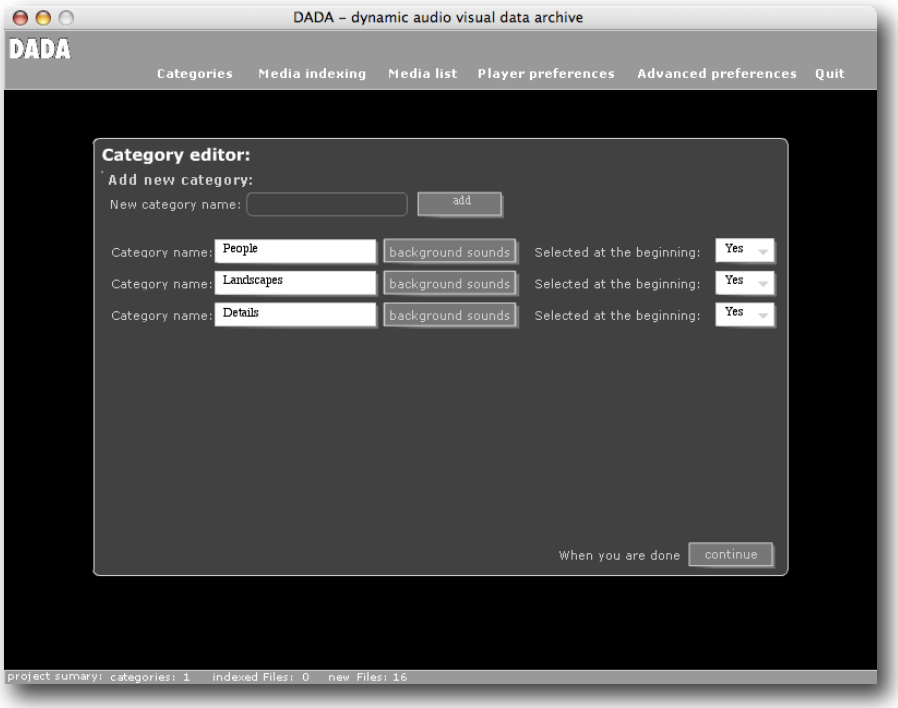
*Repeat the same scheme 1-3 for the remaining themes (you can use the categories "Landscapes" and "Details" for this example).*




You can choose from a minimum of 2 to a maximum of eight themes.

*Once done, click "Continue".*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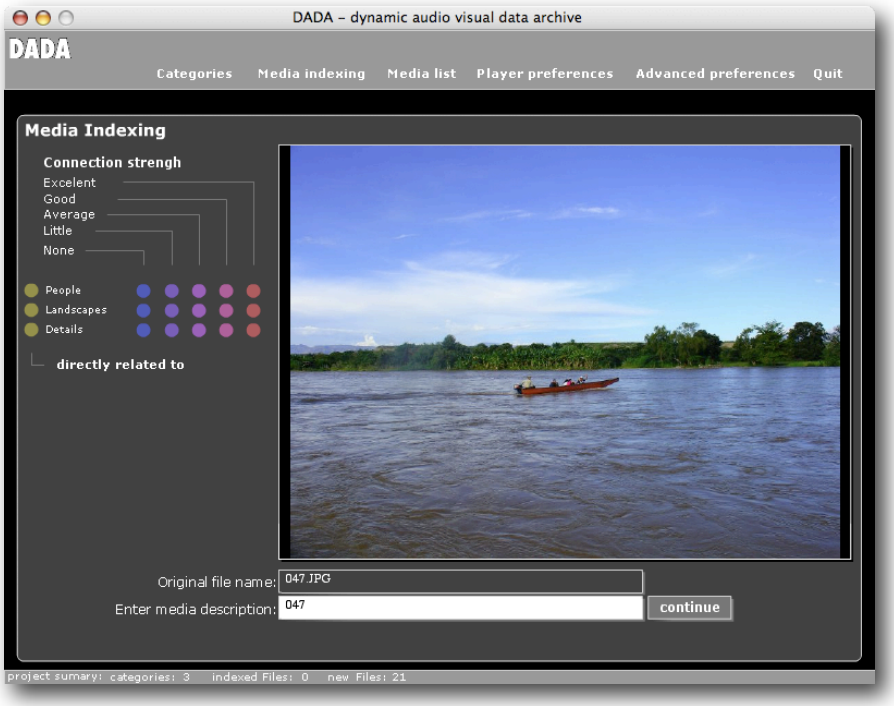
## Media Indexing

*Select "Media Indexing" from the menu*

You will be presented a screen like this:




Now you can describe the degree of affiliation of each media to the different themes:

*- Choose which theme you want the media to relate directly to: (Landscapes in this case)*

*- Describe the degree the pertinence of the media to the different themes by clicking on the appropriate buttons.* You have five degrees of pertinence: Excellent, Good, Average, Little, None.

*- Enter a valid name/description for the media in the field "Enter media description".* This description will describe the media in the player. In this case the description entered is "Crossing the Orinoco".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*Click "Continue" to index the remaining media.* In case the media is a flash movie you will be asked if it has to be considered like a sound or video. Select an appropriate choice.

The Status Bar on the bottom summarizes the current status.

Note: you can, at any moment, stop the indexing process and exit the Indexing Tool by pressing the "Quit" option in the menu. All the media indexed so far are registered and you will be able to resume your indexing from the same point you finished by selecting the option 'NO' when asked if beginning a new project.


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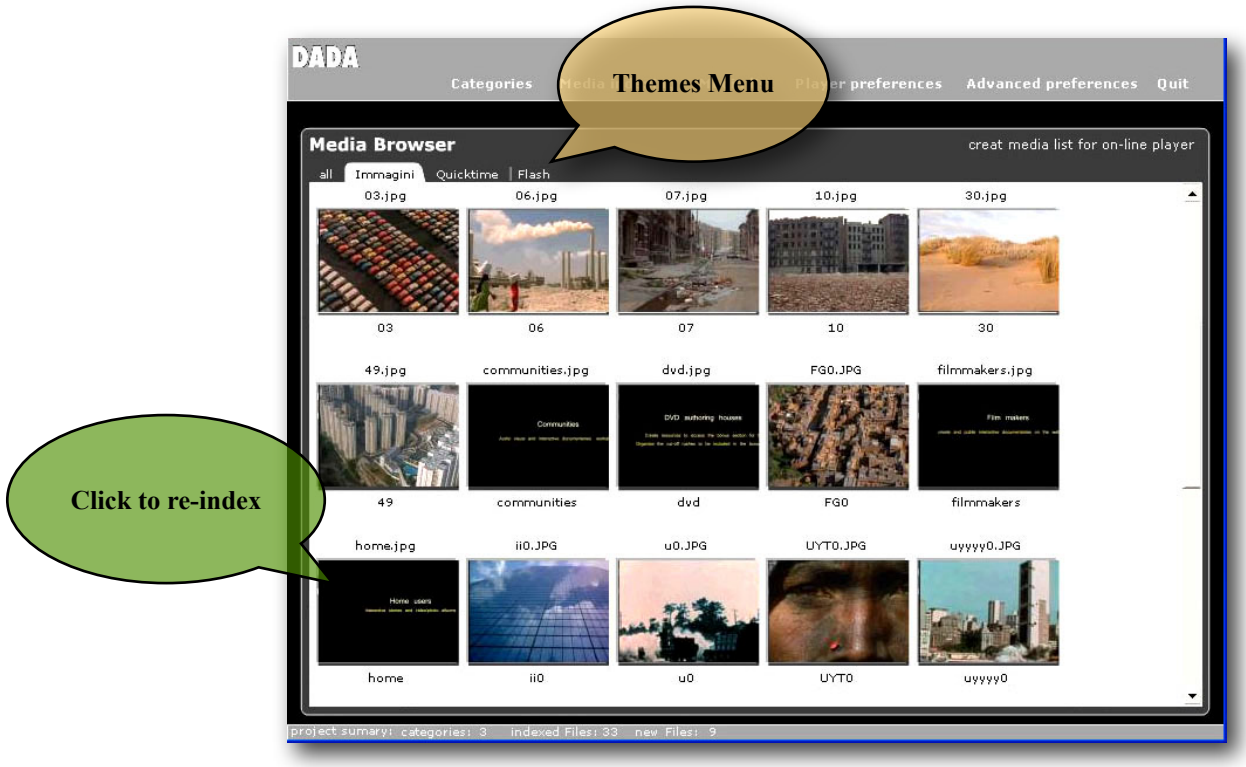
## Media List

Once indexed, you can review your indexed media selecting "Media List" from the menu:




*Select a particular theme from the Themes Menu to show only the media indexed in that theme.*

*Clicking on a particular media will open the Media Indexing screen allowing to re-index the media.*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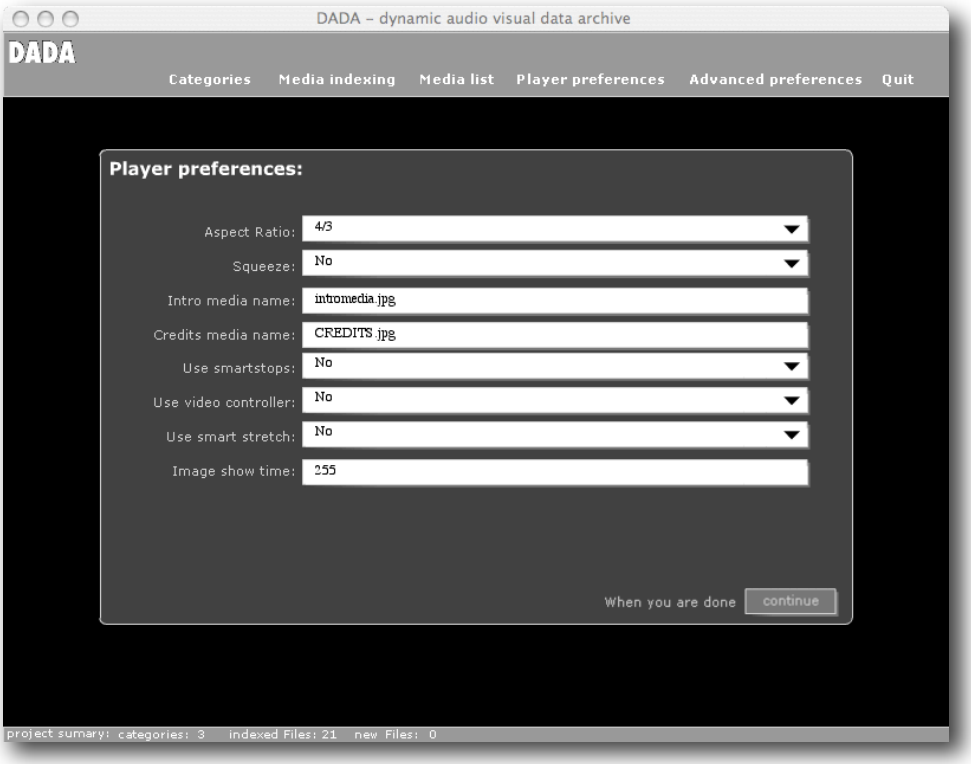
## Player Preferences

To set the playing preferences select "Player Preferences" from the menu:




*Aspect Ratio*

Chooses the aspect ratio of the media.
***Note:*** the values 3/4 (letterbox) or 16/9 refer to the format the picture or the video was shot. It does NOT refer to the format of the computer display.

*Squeeze*

Uses squeezed media in the Multiscreen Mode and in the Visual Menu. Useful with slow computers, improves performance.
***Note:*** To use this option first place a complete squeezed copy of of all the media present in "ProjectName/Media/Imagesdadadoc" with identical names in the "ProjectName/Media/Imagesdadadoc/Squeeze " folder. Compressing more videos DOES NOT necessarily improve performances, try RESIZING them instead. See table in "Getting Started/Formats".

*Intro media name*

The name of the media used as Intro placed in "ProjectName/ Attic". Default is "intromedia.jpg".
***Example:*** Change to "Myintro.mov" for a quicktime movie placed in folder "Attic" named "Myintro.mov"

*Credits media name*

The name of the media used as Credits placed in "ProjectName/ Attic". Default is "Credits.jpg".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*Use smartstops*

Videos in **Multiscreen Mode** and in the **Visual Menu** play only when the pointer is over them (faster display on slow machines).

*Use video controller*

Displays video control bar under videos (beta)

*Use smartstretch*

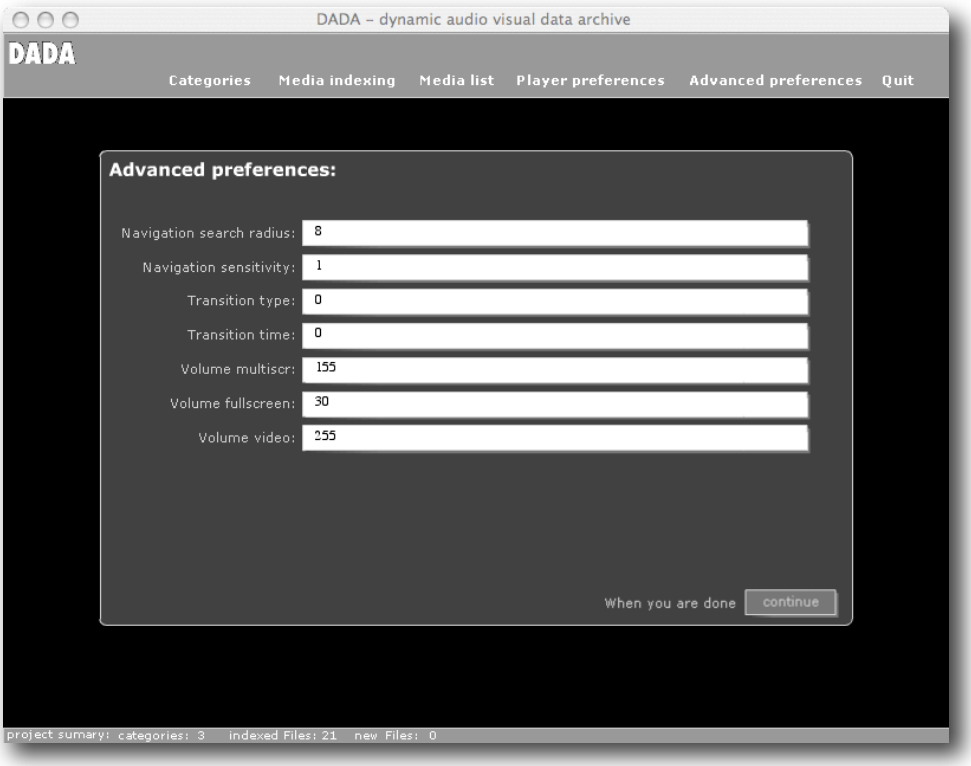
If selected zooms and centers vertical images to fit the screen in fullscreen mode

*Image show time:*

Time between two fixed images in fullscreen mode.

## Advanced Preferences

Allow to set different options for the search engine, the visual transitions and for the audio.
**Not available for beta version of the player.**





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# The Player Tool

## Introduction

Once the project has been created with the Indexing Tool, use the Player to view it. Player is independent from a specific project.
Just drop the Player into a folder containing a project made with D.A.D.A. and run it to play the project.

There are two modes that allow you to navigate through the media: The **Multiscreen mode** and the **Fullscreen mode** (named respectively **MU en FU** in the following part).

*Run the DADAplayer*

A screen like this will appear:

Here will appear the introduction you named as "Intromedia"
D.A.D.A.
Dynamic Audiovisual Data Archive
Click here to start the project
Enter
Click here to go to the Credits screen (Media "Credits ") and exit.
Help
About the D.A.D.A. system
6 Days Left

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## Multiscreen Mode

This is the mode shown after clicking "Enter".
Up to nine media are shown. They all share the same semantic context by the description provided in the Indexing phase.
They are all related with each other. Navigation through the archive is done by:

- Choosing the themes of interest (Themes menu)
- Selecting a particular media thus showing the related media.

Themes menu:
names of the selected themes appear on the right of the menu
Left click: launch a new search on the media
Right click: FU mode
Here appears the name of the rollover media

Options:

- Move the mouse to the upper portion of the screen to reveal the **Themes Menu**. Rollover over a sphere and the name of the corresponding theme will appear on the bottom of the menu. Click on the sphere to select the theme: theme name will appear on the right. Click again to de-select it. You can select multiple themes.
- **Left-click** a media to select it and launch a search of related media. This will allow to 'drift' through related media.
- **Right-click** a media to toogle between the **MU** and the **FU** interfaces.
- Select **"Home"** to go back to the first intro screen.

**Note**
The list of the selected themes is shown on the right of the Themes Menu. The search will consider only media belonging to the selected themes. To search all media select all themes.


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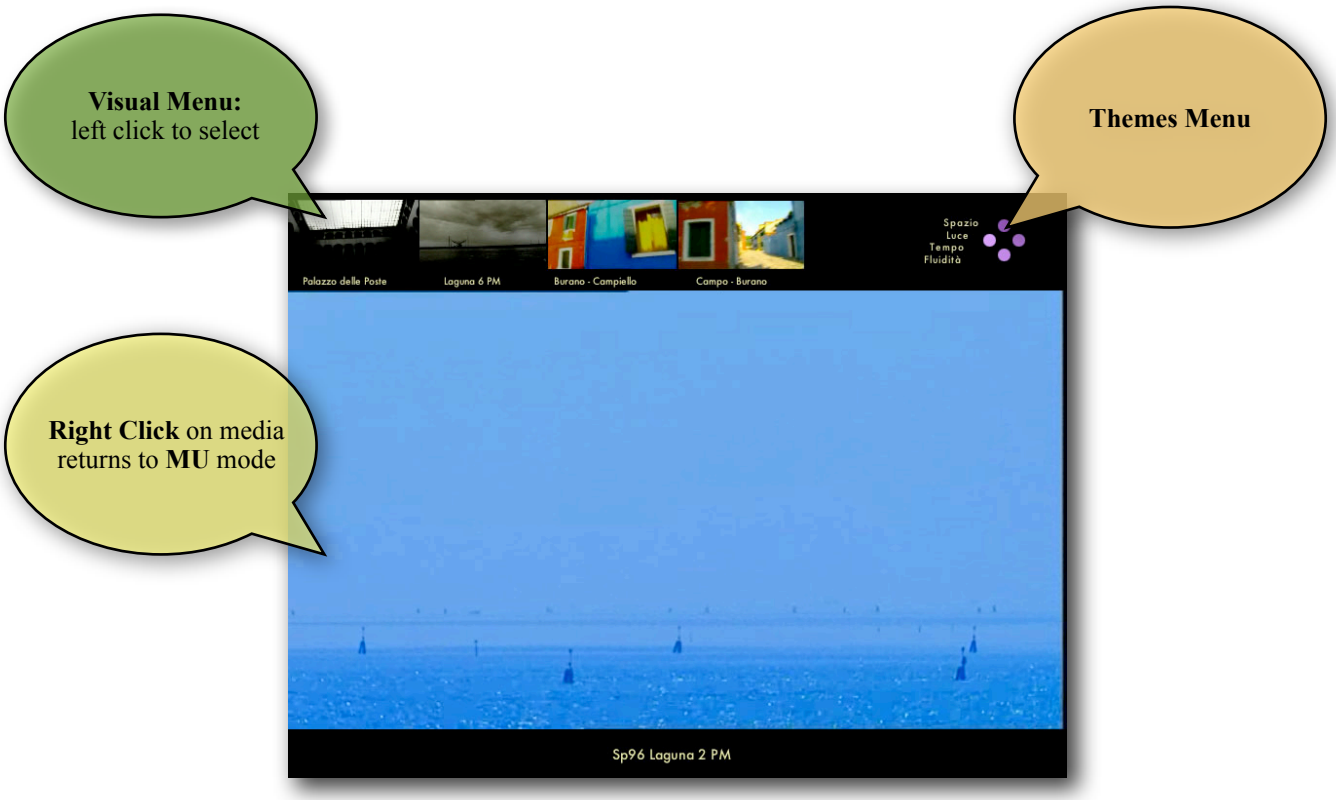
## Fullscreen mode

This mode is the most similar to an Interactive Documentary.
Once you have chosen the themes of interest you can watch the documentary and leave it developing by itself. The system will move from one video sequence or image to the next choosing automatically the best match.

You will be able to select different options by choosing among the media in the **Visual Menu** and /or changing the Selected Themes from the **Themes Menu**.




Options:

- Move the mouse in the upper portion of the screen to reveal the **Themes Menu** and the **Visual Menu**: **Left click** to select a media. Selecting more than one theme will play the media in sequence.
- Select **"Home"** to go back to the first screen
- **Right click** on the main media or select **"Menu"** to return to **MU** mode.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## Appendix A
## Indexing hints and ideas

⇒ When seeing an image, think synthetically to the meaning/ message conveyed by the picture, not to every single detail contained in it.
⇒ When indexing, think also to the context in which that appear ... can it fit or not even it is not exactly in that category?

## Appendix B
## Further Improvements

⇒ Development of an online version to publish content on the web.
⇒ Possibility to choose the layout in MU mode. From 2 to 25 media.
⇒ Record mode: to export linear Quicktime movies as indipendent films
⇒ Avi support
⇒ ...


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# F.A.Q.

## Q.: Who can use D.A.D.A. ?

**A.:**

**Museums:** allow visitors to access organized information in the form of an interactive audiovisual installation.
**On/off line digital multimedia archives:** contextual and intuitive access to the archives.
**Sociologists, anthropologists, historians:** publishing, organizing and archiving educational material.
**DVD authoring:** create resources to access the 'Bonus' section of the DVD, organizing the 'cut off' rushes.
**Film makers:** creating and publishing interactive documentaries on the web and DVD
**Travelers, Travel agencies and Tour Operators:** presentation of different places/resorts
**Visual and performing artists:** installations, performances.
**Home users:** create and publish interactive stories, photo albums, portfolios...

## Q.: Is D.A.D.A. somehow similar to tools like Powerpoint® or Picasa® ?

**A.:** Better think to D.A.D.A. as a tool that can **present** different contents in a **contextual** way. Contents can be either already organized in the case of an Interactive Documentary (edited videos, Pwp presentations, audio sequences etc.), either can be single images, sounds and videos in the case of an Interactive Catalog. The aim of D.A.D.A. is neither to create a traditional archive nor to manage your media, is rather to to present and give access to your media in an intuitive way, by similarity. For this reason D.A.D.A. is more suitable for thematic catalogs, archives browsing and documentaries rather than for stories and aimed archive searches.

## Q.: Does D.A.D.A. supports Powerpoint® presentations?

**A.:** If you want to use Powerpoint presentations, first export / convert them as a Quicktime or Flash movie.

## Q.: Can I select pictures from the visual menu as I select videos?

**A.: Not in this version of the player.** Only Flash sounds, Quicktime and Flash movies are shown in the visual menu. Pictures are NOT shown, only selected automatically. If you want to have more control over fixed images, please consider indexing them under a specific theme, called "Pictures", for example.


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